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1 The use of description logics in KBSE systems   ▭
Premkumar Devanbu, Mark A. Jones
April 1997 **ACM Transactions on Software Engineering and Methodology (TOSEM)**,
Volume 6 Issue 2

Full text available: 📄 pdf(365.07 KB)   Additional Information: full citation, abstract, references, citings, index terms

The increasing size and complexity of many software systems demand a greater emphasis on capturing and maintaining knowledge at many different levels within the software development process. This knowledge includes descriptions of the hardware and software components and their behavior, external and internal design specifications, and support for system testing. The Knowledge-based software engineering (KBSE) research paradigm is concerned with systems that use formally represented knowledg ...

Keywords: automated software engineering, knowledge basis, logics, software development environments, testing, tools

2 Incremental distribution of timestamp packets: a new approach to distributed garbage collection   ☐
M. Schelvis
September 1989 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 24 Issue 10

Full text available: 📄 pdf(1.20 MB)   Additional Information: full citation, abstract, references, citings, index terms

A new algorithm for distributed garbage collection is presented. This algorithm collects distributed garbage incrementally and concurrently with user activity. It is the first incremental algorithm that is capable of collecting cyclic distributed garbage. Computational and network communication overhead are acceptable. Hosts may be temporarily inaccessible and synchronization between hosts is not necessary. The algorithm is based on asynchronous distribution of timestamp pa ...

3 Cost models for overlapping and multiversion structures   ☐
Yufei Tao, Dimitris Papadias, Jun Zhang
September 2002 **ACM Transactions on Database Systems (TODS)**, Volume 27 Issue 3

Full text available: 📄 pdf(4.54 MB)   Additional Information: full citation, abstract, references, citings, index

Overlapping and *multiversion* techniques are two popular frameworks that transform an ephemeral index into a multiple logical-tree structure in order to support versioning databases. Although both frameworks have produced numerous efficient indexing methods, their performance analysis is rather limited; as a result there is no clear understanding about the behavior of the alternative structures and the choice of the best one, given the data and query characteristics. Furthermore, qu ...

Keywords: Database, index, overlapping and multiversion structures, spatiotemporal, temporal

4 <u>Error-free garbage collection traces: how to cheat and not get caught</u>   ☐
Matthew Hertz, Stephen M Blackburn, J Eliot B Moss, Kathryn S. McKinley, Darko Stefanović
June 2002 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2002 ACM SIGMETRICS international conference on Measurement and modeling of computer systems**, Volume 30 Issue 1
Full text available: pdf(105.06 KB)   Additional Information: <u>full citation, abstract, references, citings</u>

Programmers are writing a large and rapidly growing number of programs in object-oriented languages such as Java that require garbage collection (GC). To explore the design and evaluation of GC algorithms quickly, researchers are using simulation based on traces of object allocation and lifetime behavior. The *brute force* method generates perfect traces using a whole-heap GC at every potential GC point in the program. Because this process is prohibitively expensive, researchers often use < ...

5 <u>An RTP-based synchronized hypermedia live lecture system for distance education</u>   ☐
Herng-Yow Chen, Yen-Tsung Chia, Gin-Yi Chen, Jen-Shin Hong
October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**
Full text available: pdf(930.85 KB)   Additional Information: <u>full citation, abstract, references, index terms</u>

In this article, we have introduced a "Live Synchronized Hypermedia Live Lecture (SHLL) System" using RTP to synchronize the live presentation of streaming video lecture, HTML-based lecture notes, and HTML page Navigation Events. The SHLL framework consists of three major modules: (1) SHLL Recorder- for recording the temporal information of the AV lecture and the HTML-based lecture notes navigation processes. (2) SHLL Event Server- for receiving, depositing, and multicasting SHL ...

Keywords: RTP, distance learning, multimedia synchronization

6 <u>Modular verification of concurrent programs</u>   ☐
Brent Hailpern, Susan Owicki
January 1982 **Proceedings of the 9th ACM SIGPLAN-SIGACT symposium on Principles of programming languages**
Full text available: pdf(1.15 MB)   Additional Information: <u>full citation, abstract, references, citings</u>

Verifying concurrent systems can be difficult because of the complex interactions possible between system components. In this paper, we propose a technique to simplify the task: modular composition of sequential proofs. We model a parallel program as a set of modules that interact by procedure calls. The properties of each module are proved using a sequential-program verification technique. If the modules satisfy a set of constraints presented in this paper, we may compose the modules into a sys ...

7   ☐

<u>Session 5: P2P and streaming: A hierarchical characterization of a live streaming</u>

media workload
Eveline Veloso, Virgílio Almeida, Wagner Meira, Azer Bestavros, Shudong Jin
November 2002 **Proceedings of the 2nd ACM SIGCOMM Workshop on Internet measurment**

Full text available: pdf(1.33 MB)   Additional Information: full citation, abstract, references, citings, index terms

We present what we believe to be the first thorough characterization of *live* streaming media content delivered over the Internet. Our characterization of over 3.5 million requests spanning a 28-day period is done at three increasingly granular levels, corresponding to clients, sessions, and transfers. Our findings support two important conclusions. First, we show that the nature of interactions between users and objects is fundamentally different for live versus stored objects. Access to ...

8 Safe timestamps and large-scale modeling
David Nicol, Jason Liu, James Cowie
May 2000 **Proceedings of the fourteenth workshop on Parallel and distributed simulation**

Full text available: pdf(772.93 KB)   Additional Information: full citation, abstract, references, citings, index terms

This paper visits issues that recur in consideration of simulation time-stamps, in the context of building very large simulation models from components developed by different groups, at different times. A key problem here is "safety", loosely defined to mean that unintended model behavior does not occur due to unpredictable behavior of timestamp generation and comparisons. We revisit the problems of timestamp format and simultaneity, and then turn to the new problem of timestamp ...

9 Reliability and security: Memory overflow protection for embedded systems using run-time checks, reuse and compression
Surupa Biswas, Matthew Simpson, Rajeev Barua
September 2004 **Proceedings of the 2004 international conference on Compilers, architecture, and synthesis for embedded systems**

Full text available: pdf(253.51 KB)   Additional Information: full citation, abstract, references, index terms

Out-of-memory errors are a serious source of unreliability in most embedded systems. Applications run out of main memory because of the frequent difficulty of estimating the memory requirement before deployment, either because it depends on input data, or because certain language features prevent estimation. The typical lack of disks and virtual memory in embedded systems has two serious consequences when an out-of-memory error occurs. First, there is no swap space for the application to grow in ...

Keywords: data compression, heap overflow, out-of-memory errors, reliability, reuse, runtime checks, stack overflow

10 Time-shift scheduling—fair scheduling of flows in high-speed networks
Jorge A. Cobb, Mohamed G. Gouda, Amal El-Nahas
June 1998 **IEEE/ACM Transactions on Networking (TON)**, Volume 6 Issue 3

Full text available: pdf(355.52 KB)   Additional Information: full citation, references, citings, index terms, review

Keywords: quality of service, real-time network protocols, real-time scheduling

11 Traffic generation and analysis: Self-configuring network traffic generation

Joel Sommers, Paul Barford
October 2004 **Proceedings of the 4th ACM SIGCOMM conference on Internet measurement**

Full text available: pdf(1.22 MB)   Additional Information: full citation, abstract, references, index terms

The ability to generate repeatable, realistic network traffic is critical in both simulation and testbed environments. Traffic generation capabilities to date have been limited to either simple sequenced packet streams typically aimed at throughput testing, or to application-specific tools focused on, for example, recreating representative HTTP requests. In this paper we describe Harpoon, a new application-independent tool for generating representative packet traffic at the <i>IP flow lev ...

Keywords: network flows, traffic generation

12 Traffic characterization: An analysis of live streaming workloads on the internet
Kunwadee Sripanidkulchai, Bruce Maggs, Hui Zhang
October 2004 **Proceedings of the 4th ACM SIGCOMM conference on Internet measurement**

Full text available: pdf(3.51 MB)   Additional Information: full citation, abstract, references, index terms

In this paper, we study the live streaming workload from a large content delivery network. Our data, collected over a 3 month period, contains over 70 million requests for 5,000 distinct URLs from clients in over 200 countries. To our knowledge, this is the most extensive data of live streaming on the Internet that has been studied to date. Our contributions are two-fold. First, we present a macroscopic analysis of the workload, characterizing popularity, arrival process, session duration, an ...

Keywords: content delivery networks, live streaming

13 Total order broadcast and multicast algorithms: Taxonomy and survey
Xavier Défago, André Schiper, Péter Urbán
December 2004 **ACM Computing Surveys (CSUR)**, Volume 36 Issue 4

Full text available: pdf(544.45 KB)   Additional Information: full citation, abstract, references, index terms

Total order broadcast and multicast (also called atomic broadcast/multicast) present an important problem in distributed systems, especially with respect to fault-tolerance. In short, the primitive ensures that messages sent to a set of processes are, in turn, delivered by all those processes in the same total order.

Keywords: Distributed systems, agreement problems, atomic broadcast, atomic multicast, classification, distributed algorithms, fault-tolerance, global ordering, group communication, message passing, survey, taxonomy, total ordering

14 Audio and media streaming: High resolution live streaming with the HYDRA architecture
Roger Zimmermann, Moses Pawar, Dwipal A. Desai, Min Qin, Hong Zhu
October 2004 **Computers in Entertainment (CIE)**, Volume 2 Issue 4

Full text available: pdf(619.79 KB)   Additional Information: full citation, abstract, references, index terms

Digital continuous media (CM) are now well established as an integral part of many applications. With highdefinition (HD) displays becoming increasingly common and large network bandwidth available, high-quality video streaming has become feasible, and novel, innovative applications possible. However, the majority of existing systems for HD-quality streaming are based on offline content and use elaborate buffering techniques that

introduce long latencies. Therefore, these solutions are ill-eq ...

Keywords: high-definition media, human-computer interaction, latency, remote performance, streaming

15 Group communication specifications: a comprehensive study
Gregory V. Chockler, Idid Keidar, Roman Vitenberg
December 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 4

Full text available: pdf(499.61 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

View-oriented group communication is an important and widely used building block for many distributed applications. Much current research has been dedicated to specifying the semantics and services of view-oriented group communication systems (GCSs). However, the guarantees of different GCSs are formulated using varying terminologies and modeling techniques, and the specifications vary in their rigor. This makes it difficult to analyze and compare the different systems. This survey provi ...

Keywords: Group communication systems, partitionable group membership, process group membership, specifications of group communication systems, view synchrony, virtual synchrony

16 Using passive object garbage collection algorithms for garbage collection of active objects
Abhay Vardhan, Gul Agha
June 2002 **ACM SIGPLAN Notices , Proceedings of the 3rd international symposium on Memory management**, Volume 38 Issue 2 supplement
Full text available: pdf(192.46 KB)   Additional Information: full citation, abstract, references, index terms

With the increasing use of active object systems, agents and concurrent object oriented languages like Java, the problem of garbage collection (GC) of unused resources has become more complex. Since active objects are autonomous computational agents, unlike passive object systems the criterion for identifying garbage in active objects cannot be based solely on reachability from a root set. This has led to development of specialized algorithms for GC of active objects. We reduce the problem of GC ...

Keywords: Java, active objects, actors, agents, garbage collection, program transformation

17 Papers: Program insertion in real-time IP multicasts
Jack Brassil, Sukesh Garg, Henning Schulzrinne
April 1999 **ACM SIGCOMM Computer Communication Review**, Volume 29 Issue 2
Full text available: pdf(1.55 MB)   Additional Information: full citation, abstract, references, citings

We describe the design, implementation and operation of a prototype system which seamlessly mixes real-time audio and video streams originating from multiple, physically separated sources. Mixing is entirely decentralized, relying on new protocols to coordinate transfer of session control between IP multicast sources. The system is motivated by the desire to perform dynamic insertion of advertisements in active, real-time multimedia sessions. It permits content providers and viewers a far richer ...

18 Collecting cyclic distributed garbage by controlled migration
Umesh Maheshwari, Barbara Liskov

August 1995 **Proceedings of the fourteenth annual ACM symposium on Principles of distributed computing**

Full text available: pdf(854.48 KB)   Additional Information: full citation, references, citings, index terms

19 Garbage collecting the Internet: a survey of distributed garbage collection

Saleh E. Abdullahi, Graem A. Ringwood

September 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 3

Full text available: pdf(337.65 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

Internet programming languages such as Java present new challenges to garbage-collection design. The spectrum of garbage-collection schema for linked structures distributed over a network are reviewed here. Distributed garbage collectors are classified first because they evolved from single-address-space collectors. This taxonomy is used as a framework to explore distribution issues: locality of action, communication overhead and indeterministic communication latency.

Keywords: automatic storage reclamation, distributed, distributed file systems, distributed memories, distributed object-oriented management, memory management, network communication, object-oriented databases, reference counting

20 Robust, distributed references and acyclic garbage collection

Marc Shapiro, Peter Dickman, David Plainfossé

October 1992 **Proceedings of the eleventh annual ACM symposium on Principles of distributed computing**

Full text available: pdf(1.27 MB)   Additional Information: full citation, references, citings, index terms, review

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